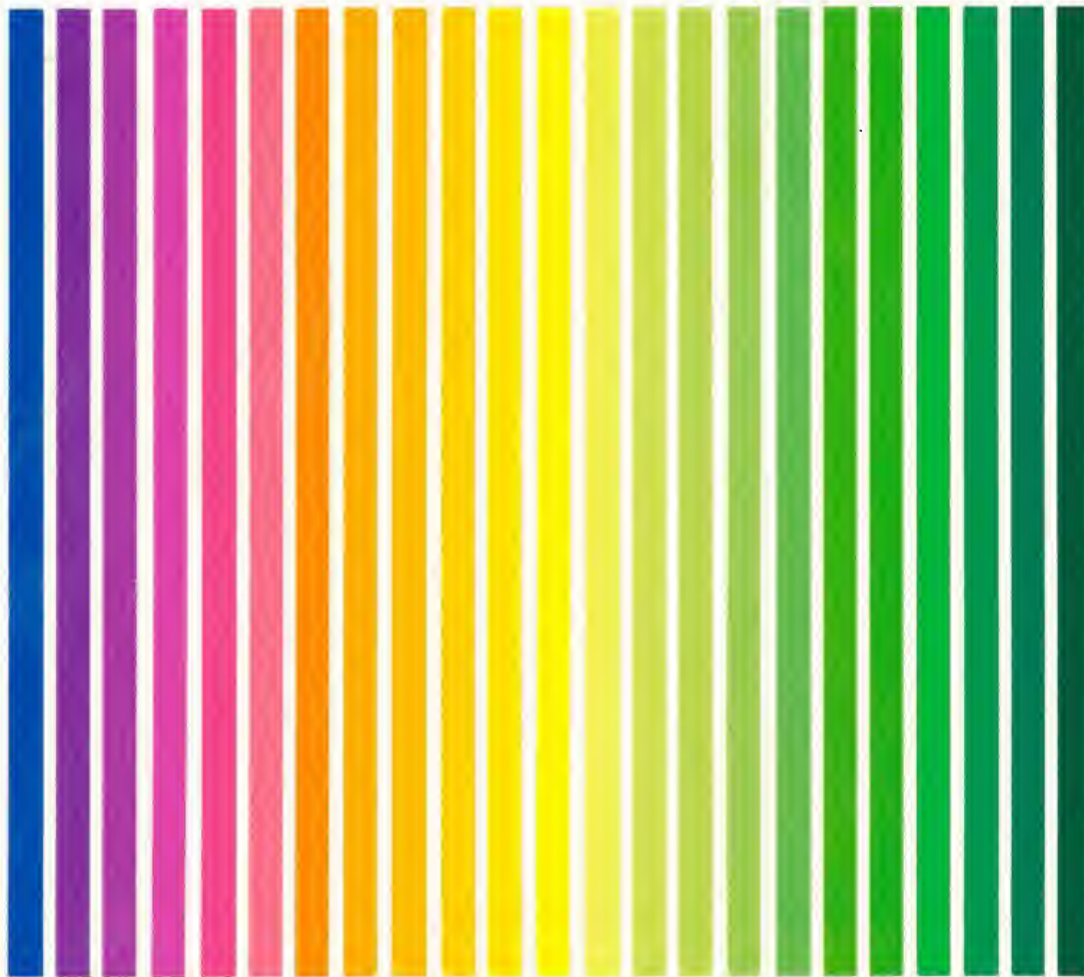# APX

ATARI® PROGRAM EXCHANGE

Fernando Herrera

SPACE CHASE

Conquer all the planets to enter the next galaxy
1 player (ages 8 and up)

Cassette: 16K (APX-10088)   Diskette: 24K (APX-20088)

User-Written Software for ATARI Home Computers

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SPACE CHASE

by

Fernando Herrera

Program and Manual Contents © 1982 Fernando Herrera

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INTRODUCTION

OVERVIEW

You're in a beautiful, colorful galaxy. Your mission is to conquer all the planets for
the Galactic Federation and then go on to the next galaxy. A piece of cake, right? But
don't forget about those dreaded Clone Robot Ships that will pursue you relentlessly to
every corner of space, destroying every planet in its path, planets the federation will
hold you accountable for.

You move your ship through space with your Joystick until you reach a planet, thereby
conquering it. You can plant nuclear charges in the path of the enemy Clone Robot Ships.
You can also protect yourself from your own nuclear charges by turning on your shields,
but you earn fewer points if you do. Another way to elude the enemy is to venture past
the glactic fringe and re-enter the galaxy from the other side.

The more skilled you become at conquering a galaxy, the tougher the challenge you face.
In the first galaxy, you must dodge only one Clone Robot Ship. But you face more enemy
ships as you enter additional galaxies. You have only one life for your mission, but you
can enter any number of galaxies! Your mission ends when an enemy ship destroys you or
when your ship explodes from a nuke.

This real-time, fast-paced game offers realistic sounds and colorful displays. Other
features of SPACE CHASE are options for number of nuclear charges and whether to use
protective shields, intelligent pursuit of Clones, and scoring based on your selected
strategy and your skill. You and your friends can compete in three dfferent ways, because
SPACE CHASE keeps track of three different scores--the most points earned, the most
planets taken, and the most galaxies conquered.

REQUIRED ACCESSORIES

    Cassette version
        16K RAM
        ATARI 410 Program Recorder
    Diskette version
        24K RAM
        ATARI 810 Disk Drive
    ATARI BASIC Language Cartridge
    One ATARI Joystick Controller

CONTACTING THE AUTHOR

Users wishing to contact the author about SPACE CHASE may write to him at:

            74-12 45th Avenue
            Elmhurst, NY 11373

GETTING STARTED

LOADING SPACE CHASE INTO COMPUTER MEMORY

1. Insert the ATARI BASIC Language Cartridge in the (Left Cartridge) slot of your computer.

2. Plug the ATARI Joystick Controller into the first (leftmost) controller jack at the front of the computer.

3. If you have the cassette version of SPACE CHASE:

    a. Turn on your TV set.

    b. Connect your program recorder to the computer and to a wall outlet.

    c. Slide the SPACE CHASE cassette into the program recorder's cassette holder and press REWIND on the recorder until the tape rewinds completely. Then press PLAY.

    d. Turn on your computer while holding down the START key. Press the RETURN key. The tape will load into computer memory and start.

  If you have the diskette version of SPACE CHASE:

    a. Have your computer turned OFF.

    b. Turn on your disk drive.

    c. When the BUSY light goes out, open the disk drive door and insert the SPACE CHASE diskette with the label in the lower right-hand corner nearest to you. (Use disk drive one if you have more than one drive.)

    d. Turn on your computer and your TV set. The program will load into computer memory and start automatically.

THE FIRST DISPLAY SCREEN

The title screen displays briefly after your load the game into computer memory, and then you're in the galaxy!

PLAYING SPACE CHASE

THE GALAXY AND SCOREBOARD

A galaxy with three enemy bases fills the screen. The scoreboard is at the top of the screen. To the right are the high scores and to the left the scores for the current game. The following information displays from top to bottom: (1) Nuk or the number of nuclear charges left; (2) the number of galaxies conquered; (3) the total number of planets taken; and (4) your points. In the top center under the word SHL the ON or OFF indicates if your Shields are active (ON) or inactive (OFF).

At the bottom of the screen are three prompts--two for choosing your options and one for starting the game.

GAME OPTIONS

Press the OPTION button to turn your shields on or off. You can't change your mind while you're in a galaxy, but you can do so as you enter another galaxy, in response to the prompt.

Press the SELECT button to change the number of NUKS you want to carry for your mission. Your choices are 1, 5, 25, or 125. You can't change this number while you're in a galaxy, but you can change it as you enter another galaxy, in response to the prompt.

Press the START button to begin your mission. Once you press the START button, you can't change your options until the next galaxy.

The screen turns white and a buzz warns you to get ready. Then the first galaxy appears. One enemy base occupies the center top of the galaxy and one occupies each bottom corner. The top enemy base has a green and yellow Clone Robot ship ready to destroy you! The other two bases are always empty in the first galaxy.

Now look for your ship, a white rocket-like ship with delta wings. It can be anywhere in the galaxy. Take a few minutes to plan your strategy. Your mission is to go after the blue and white planets and capture them. Your only defenses are your nukes and the fact that you can wrap around the screen. When you're ready to start the action, press the red trigger button on your joystick controller and then move your joystick in any direction. Be ready to dodge the Robot Ship, because it never stops chasing you!

MISSION RULES

1. Move your ship by pushing the Joystick Controller in the direction you want your ship to travel. If you release the Joystick, your ship stops moving.

2. Plot nukes in the path of the enemy by pressing the red button on the Joystick. Your ship must be moving while you do this; otherwise, your ship explodes.

3. Shields protect you from exploding only if you accientally hit your own nukes. They

don't protect you when enemies crash into you.

4. Conquer planets by reaching them using your Joystick.

5. If the enemy crashes into a planet, both the planet and the enemy are destroyed, but a new Clone Robot ship then takes off from its base.

6. In the first galaxy, only one Clone Robot ship chases you at a time and it always emerges from the top base. In the second galaxy, two enemy ships pursue you at a time. From the third galaxy onward, three enemy ships chase you at all times.

7. You conquer a galaxy when all the planets have been conquered or destroyed. You then enter a new galaxy.

8. You can adjust your shields or recharge your nukes between galaxies.

9. You have only one life for your mission, which consists of entering new galaxies until an enemy ship crashes into your ship or your ship explodes from a nuke.

SCORING

You earn 100 points per conquered planet in the first galaxy, 200 points per conquered planet in the second galaxy, and 300 points per conquered planet in the third galaxy onward. Remember, you enter another galaxy only if you survive the previous one.

If you opted for SHIELDS ON, you earn only half the alloted points in any galaxy.

You lose 50 points for each planet the Clone Robot ships destroy.

You lose 25 points for every nuke you plot.

GAME HINTS

The most important factor influencing earning high scores is to have your shields off—you earn double the points you would than if you have them on.

Use nukes only in extreme emergencies, especially if you have your shields on.

You and the enemy ships move at the same speed. However, because the enemy ships always take 45-degree shortcuts, don't move in a straight line unless they're behind you.

The easiest way to conquer a planet near the edge of the galaxy is to go to the opposite side of the screen and wait there until the enemy is close. Then wrap around!

If more than one enemy is after you, move in such a way as to cause them to collide. They then look like just _one_ ship, until they hit a planet. But be aware that only one of them is destroyed with this tactic.

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Review Form

We're interested in your experiences with APX programs and documentation, both favorable and unfavorable. Many of our authors are eager to improve their programs if they know what you want. And, of course, we want to know about any bugs that slipped by us, so that the author can fix them. We also want to know whether our instructions are meeting your needs. You are our best source for suggesting improvements! Please help us by taking a moment to fill in this review sheet. Fold the sheet in thirds and seal it so that the address on the bottom of the back becomes the envelope front. Thank you for helping us!

1. Name and APX number of program.

_____

_____

2. If you have problems using the program, please describe them here.

_____

_____

_____

3. What do you especially like about this program?

_____

_____

_____

4. What do you think the program's weaknesses are?

_____

_____

_____

5. How can the catalog description be more accurate or comprehensive?

_____

_____

6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program:

_____ Easy to use
_____ User-oriented (e.g., menus, prompts, clear language)
_____ Enjoyable
_____ Self-instructive
_____ Useful (non-game programs)
_____ Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please give page numbers).

_____

_____

_____

8. What did you especially like about the user instructions?

_____

_____

_____

9. What revisions or additions would improve these instructions?

_____

_____

_____

10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the user instructions and why?

_____

_____

11. Other comments about the program or user instructions:

_____

_____

_____

From

_____

_____

_____

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